

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A computerized system including one or more computer-storage media and a processor for managing the transmission of data from at least one data source to a remote destination at a level above a transport layer, the system comprising:

an input interface to receive data from at least one data source;

a transport interface to a transport layer;

a communication engine, communicating with the input interface and the transport layer, for encapsulating the data into one or more message objects that are larger than one megabyte and for associating each of the data sources with at least one corresponding data transfer session, wherein the one or more message objects are buffered in an output message queue prior to transmission to the remote destination via the transport layer, and wherein the output message queue communicates a message object to the data source indicating the departure of an individual message from the queue, thereby indicating a new message object may be sent to the output message queue; and

a dispatcher module for binding more than one session to a single connection, wherein the one or more message objects are transmitted through the single connections to a remote destination including an input message queue for buffering the one or more message objects, ~~and~~ wherein the dispatcher module

manages the transmission of the one or more message objects at a message object level without small-scale flow control at the transport layer, wherein the dispatcher module receives an acknowledgement message from the remote destination indicating that the individual message object has been received by the remote destination, and wherein the dispatcher module sends a completion message to the data source indicating the individual message object was received by the remote destination.

2. (Original) A system according to claim 1, wherein the at least one data source comprises a network.

3. (Original) A system according to claim 2, wherein the network comprises at least one server.

4. (Original) A system according to claim 3, wherein the network comprises a local area network.

5. (Original) A system according to claim 1, wherein the transport layer comprises a Transport Control Protocol layer.

6. (Original) A system according to claim 1, wherein the remote destination comprises a storage host.

7. (Canceled).

8. (Original) A system according to claim 1, wherein the at least one data source comprises a plurality of data sources.

9. (Canceled).

10. (Canceled).

11. (Previously Presented) A system according to claim 1, wherein the dispatcher module binds more than one session to at least one of the connections to the remote destination.

12. (Original) A system according to claim 1, wherein the buffering of the message objects is performed at least in part according to a state of a message completion port.

13. (Currently Amended) A method for managing the transmission of data from at least one data source to a remote destination, the ~~system~~ method comprising:

receiving, at a computing device, data from at least one data source;

transforming the data to a ~~plurality of~~ message objects;

associating each of the data sources with at least one corresponding session;

buffering the ~~plurality of~~ message objects in an output message queue prior to transmission to the remote destination via a transport layer;

transmitting the message object from the output message queue to a remote destination using the transport layer ~~controlling the transmission of the plurality of message objects to the remote destination at a message object level without small-scale flow control at the transport layer;~~

receiving an acknowledgement message from the remote destination indicating that the message object was received by the remote destination; and

communicating a confirmation message to the data source indicating that the message object was received by the remote destination.

14. (Original) A method according to claim 13, wherein the at least one data source comprises a network.

15. (Original) A method according to claim 14, wherein the network comprises at least one server.

16. (Original) A method according to claim 15, wherein the network comprises a local area network.

17. (Original) A method according to claim 13, wherein the transport layer comprises a Transport Control Protocol layer.

18. (Original) A method according to claim 13, wherein the remote destination comprises a storage host.

19. (Canceled).

20. (Original) A method according to claim 13, wherein the at least one data source comprises a plurality of data sources.

21. (Canceled).

22. (Previously Presented) A method according to claim 13, further comprising a step of binding at least one session to at least one of a plurality of connections to the remote destination.

23. (Original) A method according to claim 22, wherein the step of binding comprises a step of binding more than one session to at least one of the connections to the remote destination.

24. (Currently Amended) A method according to claim 13, wherein the step of buffering the message objects is performed at least in part according to a state of a message completion port.

25.-36 (Canceled)

37. (Currently Amended) One or more computer-storage media having computer-executable instructions embodied thereon that when executed by a computing device performs a method of transferring data, the method comprising ~~includes~~:

receiving, at a computing device, data from at least one data source; and

transforming the data to one or more message objects in a communication engine;

associating each of the data sources with at least one corresponding session;

buffering one or more of the message objects in an output message queue prior to transmission to a remote destination via a transport layer; and

transmitting the one or more message objects to the remote destination while managing the transmission of data at a message object level without small-scale flow control at the transport layer.

38. (Previously Presented) The one or more media according to claim 37, wherein the at least one data source comprises a network.

39. (Previously Presented) The one or more media according to claim 38, wherein the network comprises at least one server.

40. (Previously Presented) The one or more media according to claim 39, wherein the network comprises a local area network.

41. (Previously Presented) The one or more media according to claim 37, wherein the transport layer comprises a Transport Control Protocol layer.

42. (Previously Presented) The one or more media according to claim 37, wherein the remote destination comprises a storage host.

43. (Previously Presented) The one or more media according to claim 37, wherein the step of buffering the at least one message object comprises a step of queuing the at least one message object in at least one output buffer.

44. (Previously Presented) The one or more media according to claim 37, wherein the at least one data source comprises a plurality of data sources.

45. (Canceled).

46. (Previously Presented) The one or more media according to claim 44, wherein the method further comprises a step of binding at least one session to at least one of a plurality of connections to the remote destination.

47. (Previously Presented) The one or more media according to claim 46, wherein the step of binding comprises a step of binding more than one session to at least one of the connections to the remote destination.

48. (Currently Amended) The one or more media according to claim 37, wherein the buffering the ~~at least one~~ or more message objects is performed at least in part according to a state of a message completion port.

49. (Currently Amended) The one or more media according to claim 37, wherein the one or more message objects is larger than one megabyte.